Your grade: 100%

Your latest: **100%** • Your highest: **100%** • To pass you need at least 75%. We keep your highest score.

Next item →

1. Which of the following perspective changes are allowed by a rigid transformation? 1 / 1 point

- [x] translation
  - **Correct** Yes, a rigid transformation allows for translation changes.
- [x] rotation
  - **Correct** Yes, a rigid transformation allows for changes in rotation.
- [ ] scale
- [ ] shear
- [ ] tilt

2. Which of the following perspective changes are allowed by a projective transformation? 1 / 1 point

- [x] translation
  - **Correct** Yes, a projective transformation allows for translation changes.
- [x] rotation
  - **Correct** Yes, a projective transformation allows for rotation changes.
- [x] scale
  - **Correct** Yes, a projective transformation allows for changes in scale.
- [x] shear
  - **Correct** Yes, a projective transformation allows for changes in shear.
- [x] tilt
  - **Correct** Yes, a projective transformation allows for changes in tilt.

3. What is the minimum number of matched point pairs you need to estimate a projective geometric transformation? 1 / 1 point

- ( ) 2
- ( ) 3
- (•) 4
  - **Correct** Yes, to estimate a projective transformation, you need at least four pairs of matching points. Remember that in practice, you usually want more than the minimum number of pairs.

4. To estimate the geometric transformation in MATLAB, you use the `estgeotform2d` function, which takes the matched points and transformation type as inputs. What are the two outputs of the function? 1 / 1 point

- (•) The geometric transformation and inlier indices
- ( ) The inlier indices and number of iterations it took to run
- ( ) The geometric transformation and the number of iterations it took to run
  - **Correct** Yes, you can later use this geometric transformation to warp the image, and the inlier indices to access the relevant matching point pairs.